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IM-1 in a MILLION
XXXXXXXXXXXXXXXXXXXX

May 1983

Page 1

Well here we are again, I hope that the weather is better than than it is here. I am getting tired of this liquid sun-shine.

So nobody will wonder what is happening, the June issue will be mailed early because of the need to take a VACATION around this old place. This means we will also be delayed in shipping any orders and replying to any letters so please hold on. We should be back by the middle of June. Also most of the JUNE issue will be devoted to printing programs that we have received from the MEMBERS.

!!!!!!
From V. KUHN

What is the Micro Processing unit speed????
Ok, here it comes. The basic speed of the CPU(6800) is 1.117 micro seconds per cycle. A cycle is composed of a phase 01 and 02 clock. The CPU uses from 2 to 12 of these cycles to execute each of it's MACHINE LANGUAGE instructions. Then it puts these MACHINE LANGUAGE instructions together to run BASIC.

!!!!!!
From WILBERT VAAZQUEZ

Does anyone have a program that will change an already made BASIC program, into a Machine Language program????
Right now I don't know of any that are available for the IM-1. If any of the members know of one let me know and I will publish the info.

!!!!!!
From BOB GARDNER Jr.

Is there a way to make the program automatically RUN after you load it?????
No....

Is there a way to disable the BREAK key so that a program can't be interrupted?????

Only if the program is written in MACHINE LANGUAGE....

!!!!!!
From JAMES J BLAZEK

One question on your service of taping programs on tape we furnish; specifically with respect to the HIGH RESOLUTION Helper program. Is it necessary (or advisable) to go through each program in order?????

First off on the programs that we have, we furnish the tapes for them. Next the HI RES Helper programs don't have to be run together. They are just demo programs to give the beginning programmer some help with HI RES....

XX
For those that are interested we are doing the NEWS LETTER with a program written by one of the members, Jim Clatfelter, so far it seems to be a very good program which is easy to run.

!!!!!!
From Douglas Smith

DISK USERS: can't RUN that program by chaining (ie '100 RUN "NEXT PROG")? Getting errors when you do this? A fix given to me was: POKE 41009,PEEK(41984) & POKE 41010,PEEK(41985), this resets the DIM pointers to the End of Program.....

Some more from LOUIS BOLDUC

7-When all this has been completed, the file is saved and you are back in BASIC.
 (Note: The AMFDCS doesn't perform a verification of the information being written other than a cyclic redundancy check.)

When you kill a file, here's what's going on:

1-The computer reads the FCB of the file to be killed, to get the FSAT sector and track, then it reads the FSAT to get all the sectors used by the file.

2-it goes back in the directory and erases the FCB by moving up all the following FCBs.

3-The computer goes in the GAT and resets the sectors used by the file.

Example: If the FSAT was containing 01 00 01 07 01 05 01 02 and byte 1 of the GAT was containing 11111011, after killing, the byte 1 of the GAT will contain 00101001.

4-The computer doesn't erase anything on the disk except the FCB in the directory.

When you load a file, here's what's going on:

1-The computer reads the FCB of the file to be loaded, to get the FSAT sector and track, then it reads the FSAT to get all the sectors used by the file.

2-The sectors are read and put in the memory in the order given by the FSAT..

Well enough for this month.

BASIC BOX **BASIC BOX**

Here is a trick I saw in one of the programs sent in.

This can be used in place of the DN X GOTO .

GOTO Z # 1000 or GOTO Z + 1000 = With these two ways of setting up the GOTO command you can get more options than with the DN X GOTO command. This method also works with the GOSUB command.

Here is a short program to help you.

```
100 INPUT"Value",Z
200 GOSUB Z # 1000
2000 PRINT"YOU HIT 1"
1010 RETURN
2000 PRINT"YOU HIT 2"
2010 RETURN
3000 PRINT"YOU HIT 3"
3010 RETURN
```

For those programmers that have run into the problem of needing to make a line in your program longer than the 128 character restriction, here is a way. Use the EDIT to expand the line. Keyin the line #, Command (ie PRINT), and the last portion of the line. Then using the EDIT command start inserting the rest of the line.

EXAMPLE: Here is the line I want::

```
1000 PRINT$;DA$(Z,1),DE$(Z,1),CH$(Z,1),AM(Z),TD(Z),SU(Z),MA(Z)
,E1(Z),D1(Z),RP(Z),IN(Z),OU(Z),DA$(Z+1,1),DE$(Z+1,1),CH$(Z+1,1),
AM(Z+1),TD(Z+1),SU(Z+1),MA(Z+1),E1(Z+1),G1(Z+1),RP(Z+1),IN(Z+1),
OU(Z+1)
```

```
KEYIN: 1000 PRINTW1;DA$(Z+1,1),DE$(Z+1,1),CH$(Z+1,1),AM(Z+1),
TD(Z+1),SU(Z+1),MA(Z+1),E1(Z+1),G1(Z+1),RP(Z+1),IN(Z+1),OU(Z+1)
THEN: EDIT1000E1;1;DA$(Z,1),DE$(Z,1),CH$(Z,1),AM(Z),TD(Z),SU(Z),
MA(Z),E1(Z),D1(Z),RP(Z),IN(Z),OU(Z),
```

This should help, but practice with smaller lines first.

Call Box Call Box

Here are a couple of routines for those MACHINE LANGUAGE programmers out there.

1.....BCD to HEX (Binary coded decimal to Hexidecimal)

This will convert bcd numbers from value 0000 to 9999 to Hex.

A0A7= Upper half of BCD value

A0AB= Lower half of BCD value

JSR 986D

A0A7= Upper half of HEX value

A0AB= Lower half of HEX value

2....HEX to BCD

This routine converts a HEX value (00 to FF) to BCD.

Clear \$A0A7 & \$A0AB first

A029= Hex value input

JSR 99AD

A0A7 & A0AB= Bcd value

From Larry Barnes

Larry sent in an easier method of saving screens while saving programs.

1.Type the following- 1 CALL 1784a: POKE 40960,8:POKE40961,0: clod, > and hit 'RETURN'.

2.Now type 'RUN'. The screen will go blank.

3.Now you may insert the tape with the program that you want to save, press play button on the recorder, and hit 'RETURN'. The program will load into the IM-1.

4.When the program is loaded and the tape/sound quits, remove the tape and insert a blank tape, press the play button, type 'CSAVE' hit 'RETURN' and the program will now save on the tape and the front screen will be saved or the 'CSAVE' instructions will not be on the screen.

What the short program does is simple, it puts the cursor off the screen and the instructions are not visible.

Hey folks, tired of that old
SPACE DESTROYERS, well here
are some changes for the game.

CALL 28672 (MONITOR) AND MAKE THE FOLLOWING CHANGES AND ENJOY

1.....\$A696 FROM 7F TO 1F

\$AA34 FROM 7F TO 1F

2.....START AT \$0020 AND KEYIN THE FOLLOWING

44 2c 4d 12 & 2b 20 12 13

Hope this spices up your lifes a little.....


```
1100 CU=544: GOSUB 20
1105 DAS(LL,1)="          "
1110 INPUT "DATE ",DAS(LL,1)
1111 CHS(LL,1)="--"
1112 DES(LL,1)=""
1113 DES(LL,24)="#"
1115 INPUT "DESCRIPTION",DES(LL,1)
1120 IF DES(LL,1)=="##" THEN 1200
1125 INPUT "CHECK #",CHS(LL,1): INPUT "SALE $",DP(LL): INPUT "MEMBER DUES",ME(LL)
1130 INPUT "REPAIR $",OT(LL): INPUT "OFF.SUPPS $",SU(LL): INPUT "INVENT PUR $",PI(LL)
1135 INPUT "REPAIR PARTS $",EI(LL): INPUT "GENERAL I $",GI(LL)
1200 IF L=99 THEN INPUT "FILE FULL",C: GOTO 200
1210 LL+=1: GOTO 1000
1500 CALL 17046:CU=512: GOSUB 20: PRINT "FILE SORT ROUTINE"
1505 PRINT "# OF RECORDS TO BE SORTED=";L
1510 CU=576: GOSUB 20
1515 PRINT "WHICH DO YOU WANT TO SORT ON?"
1520 PRINT "1. DATE": PRINT "2. DESCRIPTION": PRINT "3. CHECK #"
1525 INPUT "CHOICE",C
1530 IF C=1 THEN 1500
1535 IF C=2 THEN 1700
1540 IF C=3 THEN 1800
1545 MUSIC "777": GOTO 1500
1600 PRINT "DATE SORT"
1610 FOR LL=1 TO L-1
1615 IF DAS(LL,1)<DAS(LL-1,1) THEN FL=1: GOSUB 10
1620 NEXT
1625 IF FL=1 THEN FL=0: GOTO 1610
1630 GOTO 200
1700 PRINT "DESCRIPTION SORT"
1710 FOR LL=1 TO L-1
1715 IF DES(LL,1)<DES(LL-1,1) THEN FL=1: GOSUB 10
1720 NEXT : IF FL=1 THEN FL=0: GOTO 1710
1730 GOTO 200
1800 PRINT "CHECK # SORT"
1810 FOR LL=1 TO L-1
1815 IF CHS(LL,1)<CHS(LL-1,1) THEN FL=1: GOSUB 10
1820 NEXT : IF FL=1 THEN FL=0: GOTO 1810
1830 GOTO 200
2000 CALL 17046:CU=512: GOSUB 20: PRINT "DATA DISPLAY ROUTINE"
2005 FOR I=0 TO L
2010 CALL 17046:CU=512: GOSUB 20
2015 GOSUB 60
2100 IF KEY% (0)<>"" THEN 2160
2170 NEXT I
2200 INPUT "END OF FILE",C: GOTO 200
3000 CALL 17046:CU=512: GOSUB 20: PRINT "DATA PRINT ROUTINE"
3004 INPUT "DO YOU WANT TO INCLUDE LAST TOTALS",FN%
3008 IF FN%=="Y" THEN 3030
3210 TA(1)=0:TA(2)=0:TA(3)=0:TA(4)=0
3211 TA(5)=0:TA(6)=0:TA(7)=0:TA(8)=0
3214 GOTO 3090
3232 INPUT "ENTER NEW TOTALS ",FN%
3235 IF FN%=="N" THEN 3290
3240 INPUT "AMOUNT ",TA(1): INPUT "SALE ",TA(2): INPUT "DUES ",TA(3)
3250 INPUT "REPAIR ",TA(4): INPUT "OFF SUP ",TA(5): INPUT "INV PUR ",TA(6)
```

```

3060 INPUT "PARTS ",TA(7): INPUT "GENERAL1 ",TA(8)
3090 PRINT #1: PRINT CHR$(27); "P"
3093 PRINT TAB (3); "DATE"      DESCRIPTION      CHECK#:
3094 PRINT TAB (45); "AMOUNT"    SALES      MEMBER      REPAIR      OFFICE
INVENT,  REPAIR  GENERAL1"
3095 PRINT TAB (45); "          DUES      IN      SUPPLIES
PUR      PARTS"
3097 PRINT : PRINT "BEGINNING TOTALS": TAB (45)
3098 PRINT USING 100,TA(1),TA(2),TA(3),TA(4),TA(5),TA(6),TA(7),TA(8)
3099 PRINT
3100 FOR I=0 TO L-1
3110 PRINT I+1;" ";DA#(I,1); TAB (10);DE#(I,1); TAB (35);CH#(I,1); TAB (43);
3120 PRINT USING 100,AM(I),DP(I),ME(I),OT(I),SU(I),MA(I),E1(I),G1(I)
3132 TA(1)=TA(1)+AM(I):TA(2)=TA(2)+DP(I):TA(3)=TA(3)+ME(I)
3134 TA(4)=TA(4)+OT(I):TA(5)=TA(5)+SU(I):TA(6)=TA(6)+MA(I)
3136 TA(7)=TA(7)+E1(I):TA(8)=TA(8)+G1(I)
3140 NEXT I
3141 PRINT : PRINT
3142 PRINT "TOTAL": TAB (45)
3143 PRINT USING 100,TA(1),TA(2),TA(3),TA(4),TA(5),TA(6),TA(7),TA(8)
3150 PRINT CHR$(12): PRINT #0: GOTO 200
5020 CALL 17046:CU=512: GOSUB 20: PRINT "EDIT ROUTINE"
5100 FOR I=0 TO L-1
5105 CALL 17046:CU=512: GOSUB 20
5110 GOSUB 60
5145 PRINT "OK(Y/N)"
5147 IF KEY# (0)="Y" THEN NEXT : GOTO 200
5148 IF KEY# (0)="N" THEN 5150
5149 GOTO 5147
5150 CU=960: GOSUB 20: INPUT "DATE ",DA#(1,1)
5155 CU=960: GOSUB 20: INPUT "DESCRIPTION ",DE#(I,1)
5160 CU=960: GOSUB 20: INPUT "CHECK # ",CH#(I,1)
5165 CU=960: GOSUB 20: INPUT "AMOUNT   ",AM(I)
5170 CU=960: GOSUB 20: INPUT "SALES   ",DP(I)
5175 CU=960: GOSUB 20: INPUT "MEMBER DUES ",ME(I)
5180 CU=960: GOSUB 20: INPUT "REPAIR IN ",OT(I)
5185 CU=960: GOSUB 20: INPUT "OFF SUPS ",SU(I)
5190 CU=960: GOSUB 20: INPUT "INVENT PUR ",MA(I)
5195 CU=960: GOSUB 20: INPUT "REPAIR PARTS ",E1(I)
5200 CU=960: GOSUB 20: INPUT "GENERAL 1 ",G1(I)
5210 GOTO 5105

```

TAPE #10, #11, #12 & #14
 THESE TAPES CONTAIN PROGRAMS
 SHOTTERED BY CHUCK CLANCY
 FOR THE CLUE, ARE TO THE INVENT
 WE ARE SPECIAL THANKS
 TO CHUCK,
 TAPE #12
 DIRECTOR
 BATTLESHIP
 STAR DESTROYER
 SWAMP LANDER
 FILL-IT-UP
 TAPE #12
 SPELL-IT
 ROCKETS & STARS
 READY TO SCREEN
 THE LAKE OF ROCKETS PATROL
 EMMITS DATA

TAPE #12
 SHOTTERED BY CHUCK
 BASIC GAME NAMES
 MULTIPLICATION TABLES
 DAVID LAMPS
 DATA RECORDS
 TAPE #13
 # ALPH-BART
 # BURGER-SHOT
 #23 TO REC
 REC IN REC
 RETRONAUT SOURCE
 TAPE #14
 4000 PIECES
 ARCADE GAME
 SOUND EFFECTS
 FAMILE SATCH
 MALLONE BATTLES

TAPE #15
 # BURGERS
 # J AND BURST
 ULTRALATE RICE
 # CHUCK DIRECTOR
 GINGERBREAD RINGS
 TAPE #16
 BULLES PER GALLON
 BULLION BESIDE
 # BURGERS
 #1
 SCREEN ZONE
 TAPE #17
 #GIGANTIC BURGERS
 #BURGERS
 # LEMONS
 # TINMEN


```

3 DIM AS(1)
5 DIM @#(2)
10 CALL 17846
20 POKE 24578,38
30 POKE 40960,2: POKE 40961,588
40 PRINT "S K E T C H   P A D"
50 PRINT : PRINT
60 PRINT "RIGHT PADDLE DRAWS HORIZONTALS AND VERTICALS"
70 PRINT : PRINT "LEFT PADDLE DRAWS DIAGONALS"
80 PRINT : INPUT "PRESS RETURN FOR MORE---",M
90 CALL 17846: POKE 40960,2: POKE 40961,544
100 PRINT "TO ERASE PRESS 'F' ON MAIN UNIT"
105 PRINT "THEN BACK OVER PART TO ERASE"
110 PRINT : PRINT "TO RETURN TO SKETCHING PRESS      'R' ON MAIN UNIT"
115 PRINT
120 PRINT "TYPE 'S' ON MAIN TO SAVE ON CAS"
122 PRINT
130 PRINT : INPUT "PRESS RETURN FOR MORE-----",M
140 CALL 17846: POKE 40960,2: POKE 40961,576
150 PRINT : PRINT "TO EXIT PROGRAM PRESS 'Q' ON      MAIN UNIT"
160 PRINT : INPUT "PRESS RETURN TO BEGIN-----",M
170 CALL 17846: POKE 40960,2: POKE 40961,576
180 PRINT "F O R   H E L P   T Y P E   ' H '"
190 PRINT "-----"
210 PRINT : PRINT : INPUT "CHOOSE A COLOR   ( 0--7 )",C
240 H=0:V=7
250 CALL 17846
251 COLOR =2: SHAPE =15
252 FOR I=0 TO 15
253 HLIN 0,31,I
254 NEXT I
260 COLOR =C
270 IF CODE=1 THEN 802
271 PLOT H,V
272 IF KEYS (1)<>"" THEN MUSIC "7"
273 IF KEYS (2)<>"" THEN MUSIC "7"
280 IF KEYS (0)<>"" GOTO 600
290 IF KEYS (1)="E" THEN H=H+1: IF H>31 THEN H=31: GOTO 350
295 IF KEYS (1)="W" THEN H=H-1: IF H<0 THEN H=0: GOTO 350
300 IF KEYS (1)="N" THEN V=V-1: IF V<0 THEN V=0: GOTO 350
305 IF KEYS (1)="S" THEN V=V+1: IF V>14 THEN V=14: GOTO 350
350 IF KEYS (2)="N" THEN H=H-1:V=V-1: IF H<0 THEN H=0: IF V<0 THEN V=0: GOTO 270
360 IF KEYS (2)="E" THEN H=H+1:V=V-1: IF H>31 THEN H=31: IF V<0 THEN V=0: GOTO 270
370 IF KEYS (2)="W" THEN H=H-1:V=V+1: IF H<0 THEN H=0: IF V>14 THEN V=14: GOTO 270
380 IF KEYS (2)="S" THEN H=H+1:V=V+1: IF H>31 THEN H=31: IF V>14 THEN V=14: GO TO 270
390 GOTO 270
400 IF KEYS (0)="S" GOTO 650
405 IF KEYS (0)="D" THEN POKE 40960,0: POKE 40961,0: END
420 IF KEYS (0)="F" GOTO 800
430 IF KEYS (0)="H" THEN GOTO 10
440 MUSIC "1": GOTO 270
450 POKE 40960,0: POKE 40961,0
455 CALL 34040
465 CALL 34138
466 CALL 34061

```

```
665 POKE 24578,38
670 CALL 17046
675 POKE 40960,2: POKE 40961,576
678 PRINT "S K E T C H   S A V E D"
680 FOR I=1 TO 300: NEXT I
680 CALL 17046: GOTO 210
688 IF KEYS (0)="" GOTO 710
700 GOTO 700
710 IF KEYS (0)<>"" GOTO 712
711 GOTO 710
712 B$= KEYS (0)
713 IF B$="0" THEN COLOR =0
714 IF B$="1" THEN COLOR =1
715 IF B$="2" THEN COLOR =2
716 IF B$="3" THEN COLOR =3
717 IF B$="4" THEN COLOR =4
718 IF B$="5" THEN COLOR =5
719 IF B$="6" THEN COLOR =6
720 IF B$="7" THEN COLOR =7
721 MUSIC "#5"
722 IF KEYS (0)<>"" THEN 722
727 GOTO 270
728 B$= KEYS (0)
729 FOR I=0 TO 15
730 IF ASC (B$)= ASC (I) THEN SHAPE =I: MUSIC "#5"
731 FOR T=1 TO 15: NEXT T
732 NEXT I
733 GOTO 270
800 CODE=1
802 COLOR =2
804 PLOT H,V
806 COLOR =C
808 PLOT H,V
810 COLOR =2: PLOT H,V
820 IF KEYS (0)="R" GOTO 840
825 GOTO 271
840 CODE=0: COLOR =C: GOTO 270
```

```

1 REM "HERE IS A SIMPLE TARGET GAME"
2 DIM FS(11)
3 POKE 24578,54
5 S=48
6 T=48
7 U=0
8 RESTORE
10 CALL 17846
20 GOTO 100
30 GOTO 200
40 U=U+1
42 IF U>25 THEN 60
44 GOTO 10
46 FS= KEYS (2): IF FS="9" THEN 5
50 GOTO 60
55 REM FLY GENERATOR
60 D= INT (5444-6444 RND (0))
65 POKE D,42
70 GOTO 30
75 REM LIZARD GENERATOR
80 A=992
85 POKE A,25
90 POKE A-1,32
95 IF A=1023 THEN A=992
100 A=A+1
105 FS= KEYS (1): IF FS="1" THEN 600
110 IF A=1023 THEN 500
115 GOTO 220
120 REM
125 GOTO 40
130 REM TONGUE ROUTINE
135 C=0
140 REM
145 IF A-C=33=0 THEN 750
150 POKE 960,T
155 POKE 961,S
160 POKE A-C-1,9
165 C=C+32
170 POKE A-C-1,25
175 POKE A-1,38
180 IF A-C<=575 THEN 800
185 GOTO 650
190 S=S+1
195 MUSIC "123123"
200 IF S=58 THEN 760
205 GOTO 40
210 S=48
215 T=T+1
220 IF T=58 THEN T=S=48
225 GOTO 40
230 GOTO 40

```

LONELY COMPUTER



ROBERT L SMITH
38, M, FARMER, MA 22902
I AM A COMPUTER PROGRAMMER
ANALYST BY PROFESSION. I AM
INTERESTED IN ADVENTURES DAILY.

STEVE YEREMIAN, 2244 W. NICHOLS
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ELECTRONICS TECH, INTERESTED IN
FARTH, LISP, R., PAK, FIB-PIRATA
RUNNING ON IAC 8085 IN-1. ALSO
WROTE SMART TERMINAL PROGRAMMING
TO CAPTURE TEXT FROM MONITOR AND
STORE IT ON CASSETTE OR SEND TO
PRINTER. USE TELEPHONE BULLETIN
BOARD SYSTEMS.

MILBERT VASQUEZ, 555 ABERY,
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I'M CURRENTLY WORKING ON BENTON
EDUCATIONAL PROGRAMS SUCH AS
ALGEBRA, GEOMETRY, TRIG, PHYSICS
AND CHEMISTRY. I'M LOOKING FOR
A POSITION AS TEACHER.

PHILIP LEBOW, 125 FOREST AV #5A
WANDELTON ONT. L1N 1J7
CRAZIAH!!!! I WORK AT STELCO
AS A CRACKER. COMPUTERS ARE
A HOBSON

HARDWARE

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INCLUDES 14MM VIDEO MONITOR WITH BASIC BUILT IN, 9999 BYTES USER RAM, COLOR, SOUND, PROFESSIONAL 33 KEYBOARD, 2 GAME CONTROLLERS, 2 16 KEY NUMBER PAD, WITH SPEED CASSETTE, I/E, ADAPTER, R/F, HEADPHONE, T.V. SWITCH BOX, ACCEPTS TAPE-SOFT-DISK IN CARTRIDGES. IT IS PLUG IN EXPANDABLE, 70 DAYS PARTS AND LABOR WARRANTY, OWNERS GUIDE, BASIC LANGUAGE MANUAL, BEAUTIFUL BLACK & WHITE CONSOLE.

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68090 MACHINE LANGUAGE EDITOR AND ASSEMBLER

THIS 25K IS A MUST FOR ANYONE WANTING TO PROGRAM IN MACHINE LANGUAGE.

68090 MACHINE LANGUAGE DISASSEMBLER

THIS 6K ENHANCES CREATION AND DEBUGGING MACHINE LANGUAGE.

DISK COPIER PROGRAM ALLOWS YOU TO COPY ANY DISK BUILT ON THE IM-1.

PROGRAM TAPES

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THIS IS A COMPUTER FILE SYSTEM THAT ALLOWS YOU TO KEEP TRACK OF NAMES, ADDRESSES AND OTHER RECORDS.

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LEARN TO TYPE AT YOUR OWN SPEED, UNIQUE PROGRAM.

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FASTER WAY TO BALANCE YOUR CHECKBOOK AND KEEP TAX RECORDS.

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DAY BY DAY, WEEK BY WEEK, 3 CATEGORIES, FOOD, MEDICAL, AUTO'S

PERSONAL BUSINESS MACHINE

CALCULATE LOANS, INTEREST, PRINCIPAL PAYMENTS, LOAN PAYMENTS, ETC.

BILLBOARD

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BEST FOR HOME IMPROVEMENTS, FIGURE YOUR MATERIAL NEEDS.

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WHAT YOU LEARN FOR IMPROVING YOUR MATH SKILLS

THE WORD FACTORY

201100 GAME THAT'S CAN-SPELL NAME OF OBJECT PICTURES.

SPELLING DUEL

CHALLENGING AND EDUCATIONAL, COMBINATION SPELLING AND CROSSWORD.

JUMBLE UP THINGS

CREATE WORDS FROM JUMBLED UP LETTERS AGAINST THE CLOCK.

PERCEPTION

LEARNING GAME-IMPROVES YOUR ABILITY TO SOLVE PUZZLES.

ARTIST AND EASEL

WHAT COLOR AND PROGRAM FOR THOSE WHO LIKE TO PAINT, DODDLE.

MUSIC COMPOSER

PRACTICE ON KEYBOARD, SELECT KEY AND TEMPO, WRITE A TUNE AND RECORD IT.

SPACE DESTROYERS

THE MOST POPULAR SPACE GAME PLAYED.

GAME CARTRIDGES

HANGMAN TIC-TAC-TOE, DODGLE, 2 GAMES

SHOOTING, ELECTRONIC ART OF DODGLE, SHOOTING GALLERY, IT TAKES GOOD SHOOTING AND STEADY AIM.

PINBALL, BLOCCON, DODGON, PONG, ELECTRONIC PLEGGERS AND TRICKY BILL SPED.

CASINO ROULETTE, CRAPS, SLOT MACHINE,

BLACK JACK, GREAT PRACTICE,

BASEBALL, THE GREAT AMERICAN PASTIME,

BOXING FEATURES 2 BOXERS

BACKGAMMON, PRACTICIT AND POPULAR GAME,

CATENA PLAYS LIKE SNAKE AND LADDER TO REPT.

ALL GAMES WILL BE EITHER PREPAID WITH CHECK OR MONEY ORDER OR THEY WILL BE SHIPPED COD.

11 = \$15.95 SHIPPING + 15.95 COD, 11 = \$15.95 SHIPPING + 15.95 COD.

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